PROJECT SPECIFICATION

Swift Problem Set

Variables

CRITERIA	MEETS SPECIFICATIONS
Submission correctly answers Exercise 1.	• An acceptable variable and/or constant is created for each name/type pairing.
Submission correctly answers Exercise 2.	• All compiler errors are fixed related to assignment, variables, and constants.
Submission correctly answers Exercise 3.	• Code is correctly rewritten to use only constants.
Submission correctly answers Exercise 4.	• An acceptable variable and/or constant is created for each description.

Strings

CRITERIA	MEETS SPECIFICATIONS
Submission correctly answers Exercise 5.	• Code correctly identifies whether or not the provided string contains the target substring.
Submission correctly answers Exercise 6.	• A new string is created by concatenating together the two provided strings.
Submission correctly answers Exercise 7.	• A new string is from the provided string where all the occurrences of the target substring have been removed. • Removing occurrences of the target substring should be performed by a String function and not with a String literal.
Submission correctly answers Exercise 8.	• String interpolation is used to correctly generate the desired output (money in dollars and cents).
Submission correctly answers Exercise 9.	• String interpolation is used to correctly generate the desired output (percent of monthly earnings spent on rent).

If Statements

CRITERIA	MEETS SPECIFICATIONS
Submission correctly answers Exercise 10.	• `rest()` function is correctly implemented. • `sick` is declared. • Code is written such that when `sick` is true `rest()` is executed.
Submission correctly answers Exercise 11.	• `goToConcert()` function is correctly implemented. • `finishedWork` and `gotTickets` are declared. • Code is written such that when `finishedWork` and `gotTickets` are true `goToConcert()` is executed.
Submission correctly answers Exercise 12.	• If statement is correctly added to the `checkForRelease(bugs: Int, music: Int, levels: Int)` function such that if a game meets all provided criteria `release()` is executed. • If a game does not meets all provided criteria the `checkForRelease(bugs: Int, music: Int, levels: Int)` function prints out a message for at least one criteria indicating what needs to be fixed.
Submission correctly answers Exercise 13.	• `checkTrainingStatus(name: String, swim: Bool, bike: Bool, run: Bool)` function is implemented such that if a trainee can finish all the components (swim, bike, run), then a message is printed indicating the trainee is ready. • If trainee is not ready, then the `checkTrainingStatus(name: String, swim: Bool, bike: Bool, run: Bool)` function prints out at least one component the trainee should focus to become ready. • `checkTrainingStatus(name: String, swim: Bool, bike: Bool, run: Bool)` function should use an if, else-if statement.

Functions

CRITERIA	MEETS SPECIFICATIONS
Submission correctly answers Exercise 14.	• Correctly implement the `emojiLove` function according to the given specification. • `emojiLove` implementation should generate output which matches the example function calls.
Submission correctly answers Exercise 15.	• Correctly implement the `median` function according to the given specification. • `median` implementation should generate output which matches the example function calls.
Submission correctly answers Exercise 16.	• Correctly implement the `beginsWithVowel` function according to the given specification. • `beginsWithVowel` implementation should generate output which matches the example function calls.
Submission correctly answers Exercise 17.	• Correctly implement the `funWithWords` function according to the given specification. • `funWithWords` implementation should generate output which matches the example function calls.

Suggestions to Make Your Project Stand Out!

- Student correctly answers the optional challenge exercise
- All answers are well-formatted with a consistent coding style

---

Student FAQ